

## Reflection on Technology Facilitator Standard III:

### Teaching, Learning, and the Curriculum

Integrating technology into the curriculum that we teach daily has become quite an issue lately and I have noticed it even more since becoming a student in this program. Throughout this experience, I have been able to learn so many more opportunistic ways to integrate technology into the curriculum and lessons I teach daily. I particularly liked learning about desktop applications, such as publisher and powerpoint, that can be used to bring lessons alive through technology. I have made quite a few powerpoint games for my grade level to use and have enjoyed seeing my students' reactions to them. My favorite has been an interactive addition game in which a number sentence flashes on the screen with two possible answers. The students must work the problem out with manipulatives at their desks and then test their answers when we click on the answer they believe is right. The game then hyperlinks to either the next problem or back to the same problem depending on if they get the answer right or not. With added sounds and bright, eye catching images, the students really enjoy the challenge and are also learning new forms of technology. I even took the time to show students how to create the hyper links and they grasped the concept quite a bit better than I had ever dreamed. It was awesome!

I then shared this game with my team members and it reminded me of something I read in the text. The text stated how we have gaps that we must cover because of the difference between school use and advancement of technology and the working world. At my school there are many gaps to be made. The first major gap is to be made with the teachers themselves. I made games for the teachers to simply play on their computers and they did not want to because it was "too much extra to do". I was just a little frustrated because of their lack of initiative to simply turn the game on. They did not have to make the game. They simply had to click on it and play a powerpoint presentation. I completely agree with the text. We have gaps that must be made in order to bring technology into our curriculum and have it as an integral part of our daily teaching. We are supposed to be the teachers, therefore we must learn what is necessary to teach our students and impart the latest knowledge upon them.

Upon learning how to make these powerpoint games, I have been inspired to teach other teachers on my campus how make them for their own classrooms and I cannot wait to present the idea to my principal. Perhaps the only drawback will be motivating those teachers with a larger technology deficiency to get into it and really see the advantages it could bring to their classroom.